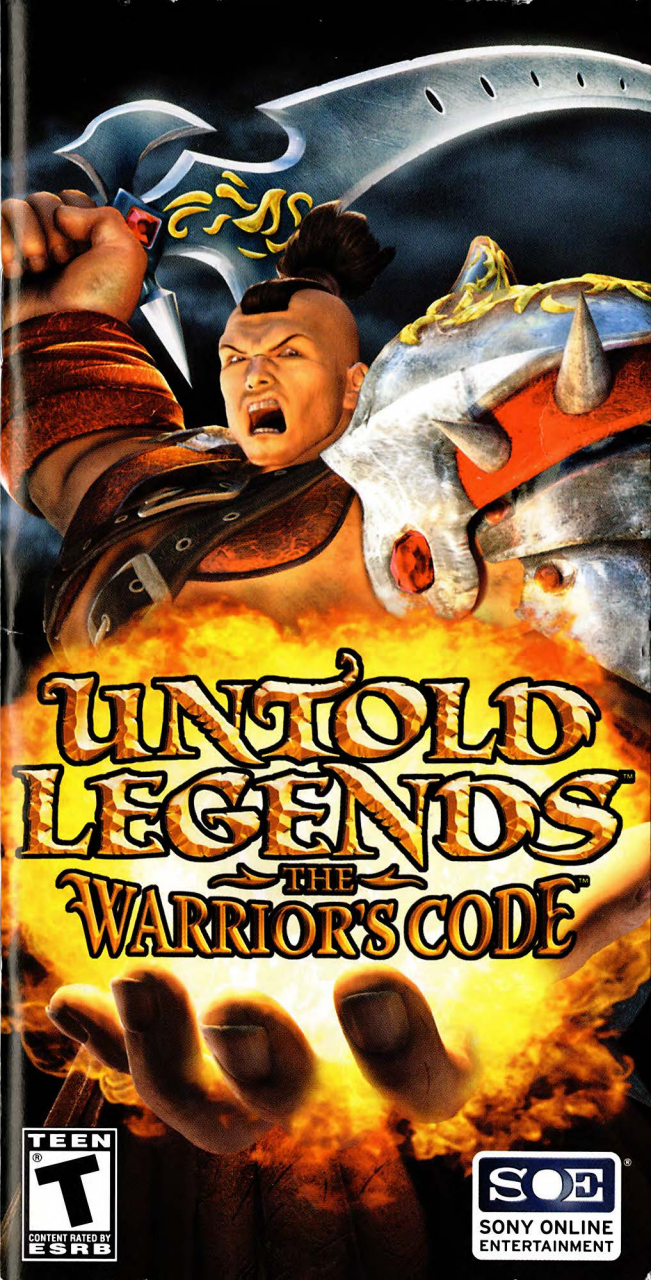

UNTOLD LEGENDS
THE WARRIOR'S CODE
TEEN
T
CONTENT RATED BY ESRB
SOE
SONY ONLINE ENTERTAINMENT

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play. • Do not use the system when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

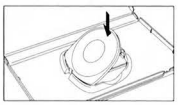
Use and handling precautions

• This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Recorded surface

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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ULUS 10086

UNTOLD LEGENDS THE WARRIOR'S CODE

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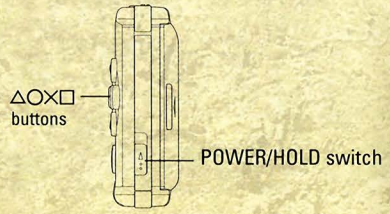
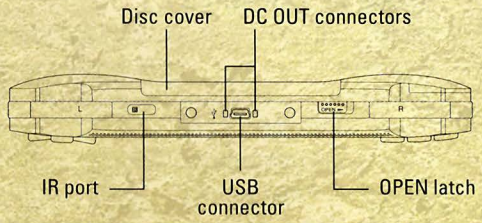
Getting Started

Right side view



Front view



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT *Untold Legends™ The Warrior's Code™* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

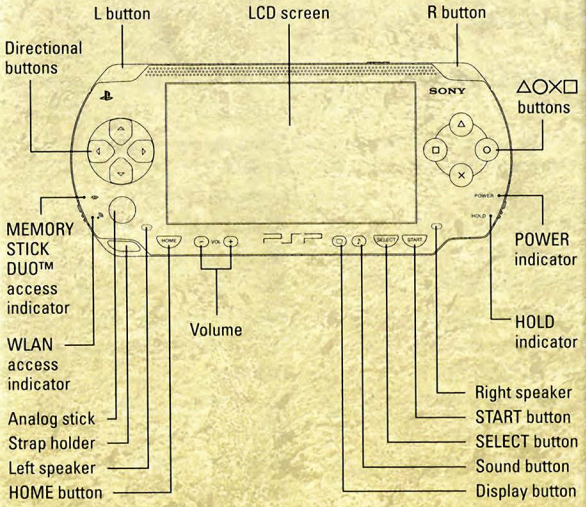
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Starting Up

PSP™ (PlayStation®Portable) system configuration



Controls

Menus

Menu Navigation	Directional buttons
Select Menu Item	⊗
Back / Cancel	○

Game Controls

Move	Analog stick
Attack	⊗
Charged Attack	⊗ (hold)
Context Action	□ (hold)
Attack of Opportunity	□ (hold)
Use Special Ability 1	○
Use Special Ability 2	△
Use Special Ability 3	Left button
Use Special Ability 4	Right button
Use Special Ability 5	Up button
Use Special Ability 6	Down button
Use Health Potion	R
Use Power Potion	L (hold) + R
Block	L (hold) + ⊗
Switch Weapons	L (hold) + ○
Transform	L (hold) + △ (hold)
Quick Chat	L (hold) + □
Orbit / Zoom Camera	L (hold) + Directional buttons
Mini-Map Toggle	L (hold) + SELECT
Pause Game / Options Menu	START (Single player only)
Information Screens	SELECT

Information Screens

Cycle Screens Right	R
Cycle Screens Left	L
Screen Navigation	Directional buttons
Exit to Game	○ or SELECT
Rotate / Zoom Paper Doll	Analog stick

Inventory Screens: Weapons - Armor - Trinkets

Equip / Un-Equip / Combine	⊗
Drop Item	△
Toggle Info	□ (hold)

Using the Inventory Screen

1. Press SELECT to enter the Information Screens
2. Press R to cycle right through the Information Screens
3. Press L to cycle left through the Information Screens
4. Press up, down, left and right to navigate the inventory
5. Press ⊗ to Equip / Un-Equip / Combine
6. Press △ to Drop Item
7. Press □ to Toggle Info

Character Screens: Stats - Specials - Perks

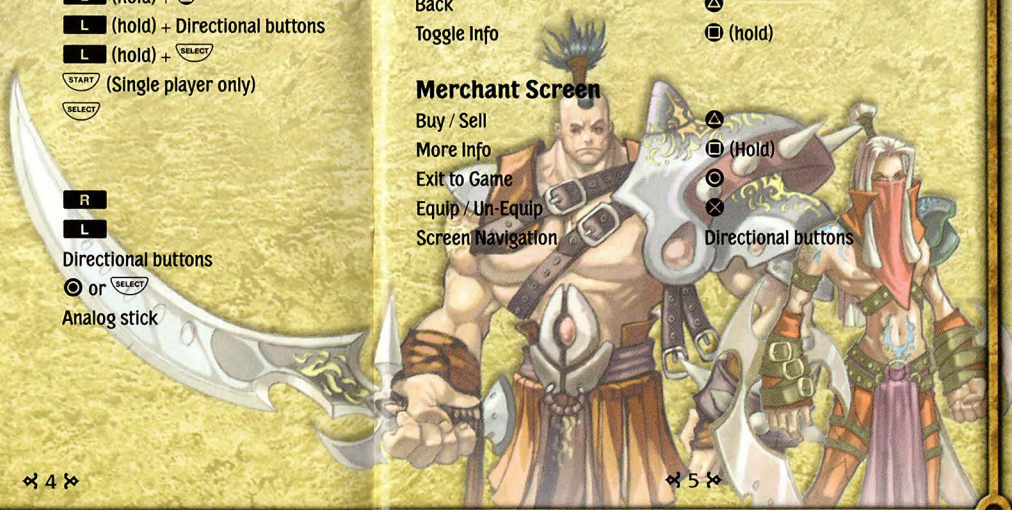
Level Up / Apply Points to Special Ability	⊗
Assign Special Button	△
Accept Applied Points	⊗
Toggle Info	□ (hold)

Journal Screens: Quest - Map - Bestiary

Select / Use / Teleport / View	⊗
Back	△
Toggle Info	□ (hold)

Merchant Screen

Buy / Sell	△
More Info	□ (Hold)
Exit to Game	○
Equip / Un-Equip	⊗
Screen Navigation	Directional buttons



Introduction

Eighteen years have passed since a powerful and bloodthirsty warlord invaded the peaceful city of Koryn Thal. Today, the realm is one of chaos and oppression as the warlord-turned-emperor's strange and horrific minions continue to slaughter and enslave its people.

When members of a secret shapeshifter race, known as changelings, suddenly begin to disappear from the city streets, suspicions of an insidious plot to exterminate this ancient people lead many of its members to flee the city walls for survival. While struggling to evade capture and death in the war-ravaged kingdom, a small band of changeling refugees stumble upon a carefully guarded secret that rekindles the hope that freedom and peace can be restored to the realm.

Can these refugees-turned-heroes safeguard the only key to their survival or will it fall into the emperor's hand, dooming their race to extinction and their human cousins to endless oppression and strife?

Quick Start

Start the game
Press the up or down buttons to select "New Game"; press ⊗ to confirm selection.

SELECT CLASS
MERCENARY
This tough-as-nails warrior has an ego that's as sharp and deadly as her gruesome blade. Armed with a dual-sided poleaxe and a wicked saw-blade launcher, this Amazon-like warrior mows down her enemies with sanguinary satisfaction.
X: Select
Rotate/Zoom
O: Back

Choose class
Press the up or down buttons to cycle through the five classes. Press ⊗ to select your class.

ENTER NAME
SUZIE
SUZIE
A B C D E F G H I J
K L M N O P Q R S T
U V W X Y Z 0 1 2 3
4 5 6 7 8 9 ! @ # $
% / \ * + - _ ? . ,
' " ; : [ ] < > Space
Accept
Level 1
Mercenary
X: Select
Rotate/Zoom
O: Back

Enter name
Use the directional buttons to highlight characters and press ⊗ to enter them. To delete, press △. You can shift between capital and lower case with ▣. Press R to enter a space or highlight "Space" and press ⊗.

Highlight "Accept" and press ⊗.

Customize skin tone
Press the up button to highlight the current color. Press ⊗; move the selector to your color palette choice and press ⊗ to select it. Alternately, select "Randomize" and press ⊗ for a random color pick.

Highlight "Accept" and press ⊗.

Customize hairstyle and color
Press the up button to highlight the hairstyle slider. Press the left or right buttons to move the slider and change hairstyles. Press the down button to select the hair color palette. Press ⊗; move the selector to your color choice and press ⊗ to select it. Alternatively, select "Randomize" and press ⊗ for a random color and style pick.

Highlight "Accept" and press ⊗.

Assign attributes
Press the up and down buttons to select an attribute. Press the left or right buttons to assign points to an attribute.

Highlight "Accept" and press ⊗.

Select game type
Select "Single Player Game" using the up or down buttons; press ⊗ to confirm selection.

Move your character
Use the analog stick to move your character.

Get clues
Move character onto question mark symbol and press ▣ to receive clue. Press ▣ to progress through clue dialog.

Attack enemies
Approach enemy and press ⊗ to attack. Hold ⊗ to execute a charged attack.

Open chests, pick up loot
Move close to chest and press ▣ to open it.

Pick up loot
Move over treasure that appears and press ▣ to pick it up.

Open doors
Move in front of a door and press ▣ to open it.

Creating Your Character

In *Untold Legends™ The Warrior's Code™* you have the opportunity to adventure as one of five character classes, each tailored to slightly different styles of play. Each character also has an exclusive set of special abilities that can be developed in different ways. In addition, each character has a unique changeling form into which he or she can transform.

Choosing Your Character Classes

Use the directional buttons to select the character you would like to play and press ⊗ to accept. Press ◉ to return to the Main Menu.

Your gameplay experience will vary depending on which character you choose to play and how you develop its special abilities, so we encourage you to experiment and try several different characters.

Guardian

SELECT CLASS
GUARDIAN
This soldier has been a part of the changeling underground movement since the fall of the capital city. After eighteen years, his chance to return to the fields of battle has finally arrived. A true champion of his people and the city for which he fights, the Guardian faces his enemies with sword and shield.
X) Select
Rotate/Zoom
O) Back

This one-time soldier has been a part of the changeling underground movement since the fall of the capital city. After eighteen years, his chance to return to the fields of battle has finally arrived.
A true champion of his people and the city for which he fights, the Guardian faces his enemies with sword and shield.

Changeling form: Beast

Mercenary

SELECT CLASS
MERCENARY
This tough-as-nails warrior has an ego that's as sharp and deadly as her gruesome blade. Armed with a dual-sided poleaxe and a wicked saw-blade launcher, this Amazon-like warrior mows down her enemies with sanguinary satisfaction.
X) Select
Rotate/Zoom
O) Back

This tough-as-nails warrior has an ego that's as sharp and as deadly as her gruesome blade. Armed with a dual-sided poleaxe and a wicked saw-blade launcher, this Amazon-like warrior mows down her enemies with sanguinary satisfaction.

Changeling form: Fury

Disciple

SELECT CLASS
DISCIPLE
Normally opposed to the taking of life, the patient and wise Disciple has been forced to take up arms in defense of his people. Wielding the ancient mysticism of his changeling ancestors (and a shotgun for good measure), the Disciple joins the fight against all those who threaten his people's very existence.
X) Select
Rotate/Zoom
O) Back

Normally opposed to the taking of life, the patient and wise Disciple has been forced to take up arms in defense of his people. Wielding the ancient mysticism of his changeling ancestors (and a shotgun for good measure), the Disciple joins the fight against all those who threaten his people's very existence.

Changeling form: Behemoth

Prowler

SELECT CLASS
PROWLER
This mysterious and lone hunter prowls the shadows, cutting down the Warlord's agents without mercy or fear. Known as the Prowler, this swift and agile assassin utilizes dual blades, martial kicks and a cesta (used to throw a steel ball at high velocity) to annihilate his enemies.
Select
Rotate/Zoom
Back

This mysterious and lone hunter prowls the shadows, cutting down the Warlord's agents without mercy or fear. Known as the Prowler, this swift and agile assassin utilizes dual blades, martial kicks and a cesta (used to throw a steel ball at high velocity to annihilate his enemies).

Changeling form: Dervish

Scout

SELECT CLASS
SCOUT
Vivacious, cunning and wily, the Scout is a lithe combatant who utilizes her small stature to outmaneuver enemies. Favoring twin daggers and a large repeating crossbow, the Scout poses a very real threat to those that would underestimate this youthful combatant's prowess and determination.
Select
Rotate/Zoom
Back

Vivacious, cunning and wily, the Scout is a versatile and lithe combatant who utilizes her small stature to outmaneuver enemies. Favoring twin daggers and a large repeating crossbow, the Scout poses a very real threat to those who might underestimate this youthful combatant's prowess and determination.

Changeling form: Hellcat

Naming Your Character

Be sure you choose an appropriate name for your character. This is the name that will be displayed for you in multiplayer games as well as on the *Untold Legends™ The Warrior's Code™* online leaderboards.

Customizing Your Look

There are several options to create a unique look for your character. As you play the game, you will also find powerful weapons and armor to further customize your appearance.

Skin Tone, Hairstyle, Hair Color

Each character can choose among different hairstyles and colors. Choose your options using the directional buttons. Press ⊗ to make a selection. When you are satisfied with your choices, select "Accept" and press ⊗ to move to the next option.

Press ◉ at any time to go back through your options.

Assigning Attribute Points

Attribute points help to determine your character's base abilities. Each character class has slightly different starting attributes to represent the unique strengths and weaknesses of that class. In addition, you start the game with 10 bonus attribute points that you can spend to customize your character.

	Strength	Intelligence	Dexterity	Stamina
Mercenary	√	√		
Scout		√	√	
Disciple		√		√
Prowler	√		√	
Guardian	√			√

Allocate your bonus points using the directional buttons. Select "Accept" and press ⊗ when you are satisfied with your distribution. Press ◉ to go back to the appearance options.

The following is a list of attributes and how they affect gameplay:

Strength

- Increases the amount of damage delivered in melee attacks
- Increases the chance of scoring a critical strike when using ranged weapons
- Increases the amount of weight your character can carry

Dexterity

- Increases the amount of damage delivered with ranged attacks
- Increases the chance of scoring a critical strike when using special abilities
- Increases your character's ability to break through an enemy's block

Intelligence

- Increases your character's total amount of power
- Increases the chance of scoring a critical strike with melee weapons
- Increases the chance of finding unique items

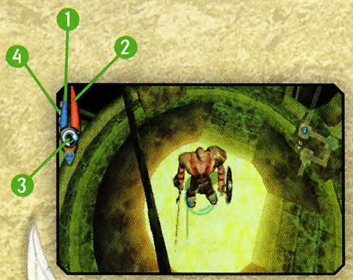
Stamina

- Increases your character's total amount of health
- Increases the chance of scoring a critical block
- Increases the duration of your character's changeling form

Game Screen and User Interface

Resource Meters

1. Power bar (blue)
2. Health bar (red)
3. Essence meter (white)
4. Experience bar (yellow)



Health

Health represents how much punishment your character can absorb from enemies before dying. When enemies hit your character, he or she will lose health. If the health bar runs out, your character will die. As you advance through the game, your character will gain more health.

Health regenerates over time. Health potions and certain special abilities can dramatically increase this regeneration rate.

Power

Power is the energy your character spends to use special abilities. Different special abilities consume different amounts of power. If your character does not have enough power available for a special ability, that ability cannot be used. As you advance through the game, your character will gain more power.

Power regenerates over time. Power potions and certain special abilities can dramatically increase this regeneration rate.

Essence

Essence allows you to transform into a beast of considerable power for a short period of time. As you defeat enemies, a white ball of light will appear and be absorbed by your character. This will add to the essence meter, as long as it is not already full.

When the essence meter is full your character will be able to transform (hold L and △). After the transformation ends, the essence meter will be depleted and must be filled once more to allow you to transform again.

Experience

Experience shows the progress your character has made toward earning the next level. As your character defeats enemies and solves quests the experience bar will fill. When it is completely full and resets, your character will earn a level. You may then train up or learn new special abilities.

Mini-Map

Hold L and press SELECT to toggle the mini-map. The map can appear small in the upper right corner of your screen, larger in the center of your screen, or can be turned off. Your character is represented on the mini-map by a colored triangle.

Multiplayer note: The colored triangle on the mini-map corresponds to the color of the ring around your character's feet. In multiplayer games, you will be able to keep track of your friends' locations using the colored arrows on the mini-map.

Character Information Screens

Your character's vital statistics and abilities are displayed in the character information screens. To view these, press SELECT. There are three main sections, and three subsections within each of these. Press L or R to move through the sections.

Inventory

Your character's inventory covers weapons and armor equipped and carried, as well as miscellaneous carried items such as potions.

Equipment that appears red in your inventory cannot be used or equipped. Equipment that appears yellow requires a higher player level to be used or equipped.

Weapons

There are three types of weaponry you can carry: melee weapons, ranged weapons and ammo. To use melee or ranged weapons you must equip the weapon of your choice. Highlight the weapon you wish to equip using the directional buttons. Press ⊗ to equip or unequip an item. A green letter "E" will appear in the lower right corner of the weapon icon to indicate that it is currently equipped.

Ammo is automatically drawn from your inventory when you use your equipped ranged weapon.

Armor

There are five armor types kept in your inventory: head armor, body armor, hand armor, foot armor and shields. To wear armor, you must equip it. Highlight the armor you wish to equip using the directional buttons. Press ⊗ to equip or unequip an item.

Note: Only Guardians and Disciples may equip shields.

Trinkets

There are five types of trinkets you can find: potions, earrings, necklaces, rings and gems. These are found on the Trinkets screen of your character's inventory. Earrings, necklaces and rings may be equipped like armor and weapons (press ⊗ to equip an item).

Character

The character screens display information on your character's attributes, combat skill, resistances, health, power, special abilities and transformation bonuses.

Stats

The Stats page displays all the vital information about your character, from attributes to resistances. From this page you can level up your attributes, such as strength and intelligence, by highlighting an attribute using the directional buttons and pressing ⊗.

Your character's resistances represent his or her ability to negate damage taken from certain kinds of attacks, such as poison or cold.

Specials

The Specials page shows special abilities your character can learn to level up. These abilities have a wide variety of effects. When you level up you may spend available points on these abilities by pressing ⊗. You may acquire a new special ability by putting a point in it. Abilities you have already bought may be improved by adding more points to them as you level up.

Special abilities are assigned buttons to use them. You may change these assignments by highlighting a special ability and pressing △. Then, press the button you wish to use to activate that special ability.

Perks

Transformation

Being a changeling, your character is able to transform into a creature of considerable power for short periods of time. The creature your character transforms into is shown at the bottom right. As you level, your changeling form will automatically grow in strength.

Runes

You may discover runes as you play. These may be used to enhance your character by equipping them (highlight the rune and press ⊗). Each rune is inscribed with a "trait" that is granted to your character when the rune is equipped. You can have up to two runes equipped at a single time. You may not remove a rune after equipping it, instead when you equip a new rune, the rune it replaces is destroyed.

Journal

Quest

Quests and goals you have completed or are currently working on will be kept in your journal. You can find out what your current mission's goal is by entering the task list by pressing ⊗ and then using ▣ to gain more information on individual tasks and quests.

Map

This shows the map of the current chapter. To get additional information about a location you have visited, select the location and press ▣. You can also quickly travel to a location you have already discovered by highlighting the location and pressing ⊗.

Bestiary

Your journal will track the enemies you have encountered in the Bestiary. To find out information about an enemy you have encountered highlight the enemy and press ▣.

Playing the Game

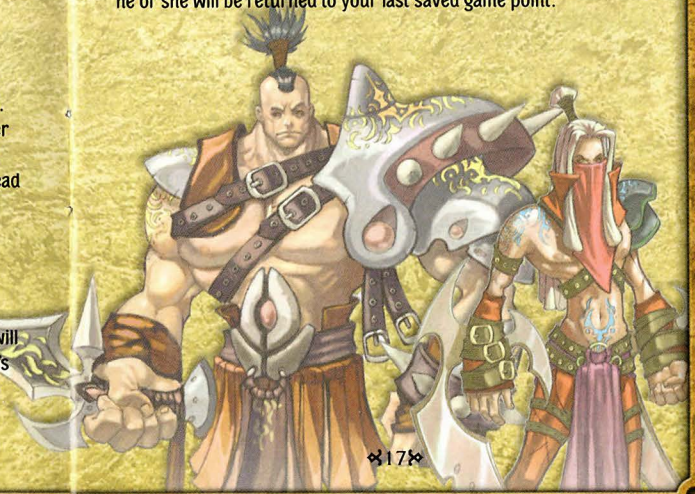
Untold Legends™ The Warrior's Code™ is an exciting, fast-paced, fantasy game of combat and questing. As your character explores the world, he or she will encounter many dangerous enemies and friends needing help while working to unravel mysteries.

Main Menu: Pausing and Saving Games

You may pause the game at any time and access the Main Menu by pressing START. Use the directional buttons to select a menu option and press ⊗. Pressing ◉ from the Pause Menu will return you to the game.

Save Game

This option lets you save your progress. If your character dies, he or she will be returned to your last saved game point.



Exit
Returns you to the game.

Combat
There are two ways to attack an enemy: up close with melee and at range. To switch between melee and ranged attacks, hold L and press ◉.

Melee
Engaging an enemy in melee is as easy as moving your character in close and pressing ⊗. Your character will take swings with his or her melee weapon if it is equipped and readied (hold L and press ◉ to switch between your readied melee and ranged weapons).

Ranged
To attack with a ranged weapon, use the analog stick to aim your character at an enemy, then press ⊗.

Blocking
Hold L and press ⊗ to block. Blocking will lessen the damage your character suffers from enemy attacks. While blocking, your character is still vulnerable to attacks from behind.
Be aware that monsters can block too!

Note: Blocking is only effective against normal attacks. Special attacks from enemies may not be mitigated by blocking.

Special Abilities
Each class has special abilities that enable more advanced strategies to defeat enemies. △, ◉ and directional buttons are assigned to abilities from your Special Ability character information page.

Press △ or ◉ to use your assigned special abilities. Note that special abilities have a wide array of effects so be sure to read how they are used by going to your Special Abilities character information page, highlighting an ability, and pressing ▣ for details.

Health and Power Potions
Health and power potions will quickly regenerate your character's health and power. Larger potions restore more health and power than smaller potions and will be more useful as your character's health and power pools become larger with advancement. You need to manage your character's supply of potions effectively if you are going to succeed in your quest.

To use a health potion, press R. To use a power potion, hold L and press R.

Charged Attacks
Your character can execute a special move in combat called a charged attack. Press and hold ⊗. A meter will appear and build up to full. Release the button to execute the charged attack.

Attacks of Opportunity
Some enemies will become vulnerable before or after strong attacks or certain special ability attacks. You will know an enemy has become vulnerable by the red circular display that will appear beneath it. This gives you an opening to perform an attack of opportunity.

To execute an attack of opportunity, approach the vulnerable enemy and press ▣ for special effects:

- Quickly press ▣ for an Essence Strike
- Hold ▣ for a Clear Recovery
- Hold ▣ longer for a Loot Quake

Dying
When your character's health reaches zero, he or she will die. Your character will be revived at the last checkpoint reached within the level, your last save location within the level or the entrance of the map as appropriate. All progress made since that point, including monsters killed, experience earned and loot found, will be lost.

Co-op Multiplayer Note: If a character dies during a co-op multiplayer game, he or she can be revived if the survivor goes to any checkpoint or exit. If both characters in a co-op multiplayer game are killed, they will be revived at the host's last checkpointed location or the entrance of the map in which they died.

Objects and Non-Player Characters
The world is full of objects and individuals with which you may interact. To talk to NPCs, open chests, doors, and perform other interactions, press ▣ when near the object or NPC.

Talking to Non-Player Characters

Talking to other characters you meet on your journeys will be vital to your success. To talk to an NPC, approach the NPC and press ▣. To advance the conversation, press ▣ again.

Opening Chests

Great treasures are found in chests, so be sure to open every chest you come across. To open a chest, approach it and press ▣.

Breaking Boxes

Some objects your character encounters may be broken, such as boxes that can reveal hidden treasure, or walls that can reveal hidden passages. Press ⊗ to attack the object as you would an enemy.

Special Equipment and Items

Runes

You may discover runes during your adventures. These are inscribed with "traits" that you can equip to add additional bonuses to your character. You can equip them on your Bonus screen.

You can only have two runes equipped at a time. When you equip a new rune, the rune you are replacing will be destroyed.

Gems

In your adventures you will discover special Gems. Gems are used to enhance your weapons, armor and shields by adding special magical effects to them.

To add a Gem to a piece of equipment:

1. Press SELECT and navigate to the Trinkets Inventory screen.
2. Select a Gem from your inventory using the directional buttons.
3. Press ⊗ to use the Gem.
4. Use L or R to navigate to the screen with the item you want to enhance.
5. Select the weapon, armor or shield you wish to enhance using the directional buttons.
6. Press ⊗ to apply the Gem.

Quests and the Quest Journal

There are a wide variety of quests you can perform in the game, including slaying monsters, saving hostages and recovering ancient artifacts. As you complete quests, your quest journal will update with information and hints on how to proceed.

The quest journal will help you track your progress through a quest and direct you to your next goal. If you're not sure what to do next, your quest journal can point you in the right direction.

Leveling Up

When your character's experience bar (located on the left side of the power bar) fills completely and resets, you will be able to level up attributes and abilities. Use earned points to distribute as you see fit. Leveling up will also grant your character more health and power.

After you receive a level up message, press SELECT and navigate to your character information screens using L or R.

Leveling Up Attributes

You can improve your character's four main attributes when you level up. From the Stats character info page, highlight the attribute you wish to level up: Strength, Stamina, Intelligence or Dexterity. Press ⊗ and use the right button to add earned points to the attribute. You may deduct points you just added to the attribute by pressing the left button if you have not yet accepted the addition of points. You cannot deduct points out of your current base attribute score. When you are satisfied, press ⊗ to accept.

You may have multiple points to use for improving attributes when you level up, and you may spread them out among your attributes as you like.

You do not have to spend all your points. You may save them for use later.

Leveling Up Special Abilities

On the Specials character info screen, use the directional buttons to highlight a special ability you would like to improve. Press ✕ and press the right button to apply available points to the special ability. The more points a special ability has in it, the more powerful it is. You may deduct points you just added to the special ability by pressing the left button if you have not yet accepted the addition of points. You cannot deduct points out of your current base special ability score. When you are satisfied, press ✕ to accept.

You may apply level up points to special abilities you currently have, or you may use them to acquire new special abilities you have not yet spent points on.

Transforming

As you defeat enemies, your character will absorb essence. This is tracked by the white ring on your resource meter, below health and power. When the ring is full, your character will no longer absorb essence and will be able to execute a transformation. This will turn your character into its changeling form. Your character can only maintain this form for a limited amount of time, but during this time he or she is very powerful with stronger attacks and defenses.

To transform, press and hold both L and △.

Buying and Selling Items

There are several merchants in the game who anxiously await your business. To initiate a transaction with a merchant, approach the merchant and press ▣.

Buying Items

Browse through the merchant's inventory and use the directional buttons to select an item you would like to purchase. To purchase the selected item, press △. The sale price will be deducted automatically from your character's money supply.

Selling Items

Selling items you have found that your character cannot use or no longer desires is the best way to acquire money. Use R, L and the directional pad to search your inventory for the item you wish to sell. Note the purchase price the merchant is willing to pay. To sell the selected item, press △. The purchase price will be added automatically to your character's money supply.

Multiplayer Games

Untold Legends™ The Warrior's Code™ is even more fun with your friends!

Connection Types

Multiplayer Adhoc

This connection is for players who are all within close proximity of each other, such as in the same room. In this type of game, the players' PSP systems talk directly to each other, and no additional hardware is required. This is a great way for you and your buddy to adventure together.

Multiplayer Infrastructure

This connection is for players who have access to a wireless Internet hot spot. With this connection, players from all over the world can connect their PSP systems and adventure together, as well as compete against one another for position on the *Untold Legends™ The Warrior's Code™* online leaderboards at: http://untoldlegends.station.sony.com/thewarriorscode.

Note: Player responsible for Wi-Fi Fees.

Multiplayer LAN

This connection is for players who have access to a local wireless network. The wireless network acts as a bridge connecting the local PSP systems.

Game Types

Co-Op Campaign (2-Players)

Play through the campaign with a friend.

Player vs. Player (2-4 Players)

Frenzy	Player with the most kills wins.
Gold Rush	Player with the most gold wins.
Survive!	Last player alive is the winner.
Hunter	First player to hit the kill limit wins.
Robber	First player to hit the loot limit wins.
Miser	The player who holds onto the treasure longest wins.
Capture the Flag	Capture your enemy's flag and bring it back to your base to win.

Team Variations (4 Players)

All team games are 2-on-2.

Starting a Multiplayer Game

1. Select "New Game" or "Load Game" from the Title Menu and press ⊗.
2. After loading or creating a character as normal, you will be presented with the Main Lobby screen. From here you can create a new game, join an existing game and chat with other players in the lobby.
3. Choose one of the multiplayer game options and press ⊗.

Create a New Internet Connection

Highlight "New Connection" and press ⊗.

Follow onscreen button prompts on the PSP™ to setup the new connection.

Create a Login Account

1. Select "Create Account" from the Login screen in multiplayer infrastructure and press ⊗.
2. Press the right and left buttons to highlight a date field and press R and L to change Day, Month and Year.
3. Press up or down to highlight "Submit" and press ⊗.
4. Move the cursor to "Username" and press ⊗.
5. Choose a username, this name will be displayed on the Leaderboards and used on future logins.
6. Move the cursor to "Password" and press ⊗.
7. Choose a password, this password will be required each time you login to infrastructure.
8. Move the cursor to "Password Confirm" and press ⊗.
9. Re-enter the chosen password.
10. Highlight "Create" and press ⊗.

Note: Usernames and passwords must be between 4 and 15 alphanumeric characters and both are case-sensitive.

Hosting a Multiplayer Game

From the Main Lobby screen press START.

On the Game Creation screen, use the directional buttons to highlight the various options and press L or R to alter the settings for that option. When finished, press START to jump to the Game Lobby. Pressing ◉ will return you to the Main Lobby screen.

Game Name
Enter a custom name for your game.

Number of Players
Select the number of players for your game.

Note: Co-Op games are limited to 2 players and Team games require 4 players.

Password
Enter a password for your game, if desired.

Game Type
Select the type of multiplayer game you would like to host.

Arena
Select the arena you would like to play in.

Note: This option is not available in Co-Op Campaign games.

Enemies
With this option selected, enemies will also be populated in the Arena.

Note: This option is not available in Co-Op Campaign games.

Respawn
Set the amount of time in seconds before slain enemies will respawn.

Note: This option is only available in games where the Enemies option is selected.

Custom Victory Rule
This option is variable depending on the type of game selected and enables you to fine-tune the victory rule to suit your taste.

Joining a Multiplayer Game

From the Main Lobby screen use the directional buttons to highlight the Game List element and press ⊗. Use the directional buttons to highlight the game you would like to join and press ⊗. If the game you are trying to join requires a password, you will be prompted to enter it. Press ◉ to cancel.

Credits

GAME DEVELOPMENT

Producer
Robert Hill

Lead Programmer
Brandon Bogle

Programming
John Abad
Brian Crowder
Michael Roca
Andrew Skirvin

Lead Artist
Todd Luallen

Lead Environment Artist
Kurt Klockau

Art
Satoshi Arakawa
Kevin Burns
Patrick Dailey
Jonathan Rohland
Damian Schouweiler
Kyushik Shin
Sebastian Strzalkowski

Lead Designer
Bill Trost

Design
Jeremy Albert
Amanda Flock
Nels Nelson

Director of Development
Nicholas Beliaeff

Writer
Marianne Krawczyk

Additional Programming
Ian McCown

Additional Art
Stone Perales
Victor Soto
Nathan Temple

Additional Design
Shad Halsey
Matt Higby
Joe Russo
John Troy

Art Direction Advisors
Mat Broome
Joe Shoopack

Cut Scene Animators
Pako Bagur
Raji Barbir
Floyd Bishop
Rebecca Dominguez
Paul Mikulecky
Dan Santos

Interstitial Post Production
Brian Patience

Special Thanks
Paul Balon
Nathan Bosia
Aaron Brunstetter
Chris Clark
Matt DeVico
Chris Eden
Mohammed Khan
Russ Patterson
Tamara Sanderson
Rolando Simeon
Robert Trickey
Glen Van Datta

AUDIO
Audio Director
Michael Smith

Project Manager
Glenn Snyder

Sound Designers
Chad Mossholder, Fryda Wolff

Voice Over Coordinator
Joy Kosenski

Music Composition
Laura Karpman

VOICE OVER
Produced by
Sony Online Entertainment

In Association with
ZRO Limit Productions
&
Animaze, Inc.

Producers
Yutaka Maseba
Haruyo Kanesaku

Assistant
Kanae Seki

ADR Director
Kevin Seymour

Recording Facility
Magnitude 8 Post
Les Claypool III

Digital ADR Tracking
Collin McQueen
Preston Martin

STUDIO MANAGEMENT
Vice President, Development
John Donham

Director of Development
Nicholas Beliaeff

Vice President of Customer Service & Quality Assurance
George Scotto

Executive Director of Quality Assurance
Tony Rado

Quality Assurance Manager
Rob Thompson

Quality Assurance Supervisors
Shad Halsey, Jason Boone,
Andy Lamp, Taylor Haley

Quality Assurance Lead
Christopher Fritchoff

Quality Assurance Analysts
Marlon Barroquillo, Kevin Shoemaker,
Christine Penley, Ryan Lynch,
Anthony Port, Zack Simms,
Jason Woerner, Joe Spivey,
Michael Rose, Dio Elgin,
Michael Lunn, Charles Mack,
Brian Doss, Rusty Trevino,
Chris Irwin, Rod Haza,
Nick Munford and Ryan Wells

TRC Specialists
David R. Curington, Vincent Pang

Compatibility Lab
Ryan Antonelli, Jason Zimmerman,
Chris Johnson, Josh Potter, Joe Obezo

SALES AND MARKETING
Sr. Vice President of Sales and Marketing
Torrie Dorrell

Sr. Vice President of Sales
Don Vercelli

Vice President of Marketing
Michael Lustenberger

Director of Corporate Communications
Chris Kramer

Sr. Brand Manager
Christopher Sturr

Public Relations Manager
Katie Uhlman

Associate Brand Manager
Heathcliff Hatcher

Marketing Coordinator
Ari Ziegel

Sales & Marketing Team
Caroline Amiguet, Jen Belfield, Morgan DaVersa, Katie Gallegos, Steve Gefrom, Clayton Kroh, Robert Liguori, Mike Meyer, Barbara Oppelz, Brian Patience, Taina Rodriguez, Taskin Sayilir, Courtney Simmons, Stacey Speck, Phil Tish, Lauren Zeiger

BUSINESS DEVELOPMENT
Cindy Armstrong

INTERNATIONAL OPERATIONS
Executive Director of International Operations
Matt Sivertson

Localization Managers
David Kim, Stacey Sofia-McDaniel, James Whisenant

Technical Lead for International Operations
Robert McEntee

Localization Team
Katty Bashir, Bernard Dambron, Stacy Griebel, Jacky Ho, Devon Kim, Christopher Lee, Lina Liang, Bill Mauer, Jason Polk, Adriano Vasco, Kumiko Yasa

SPECIAL THANKS
Web Presence
Ayzenberg Group
Kelly Conway
Steve Weiss
Caroline Fabri
Tracy Running
Gerald Martin
Maimoona Block

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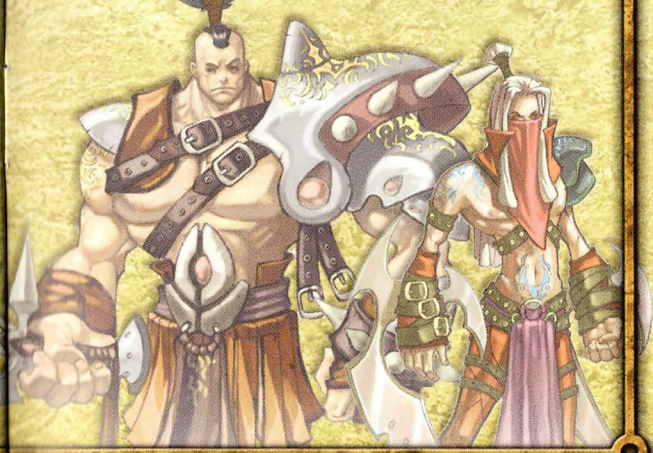

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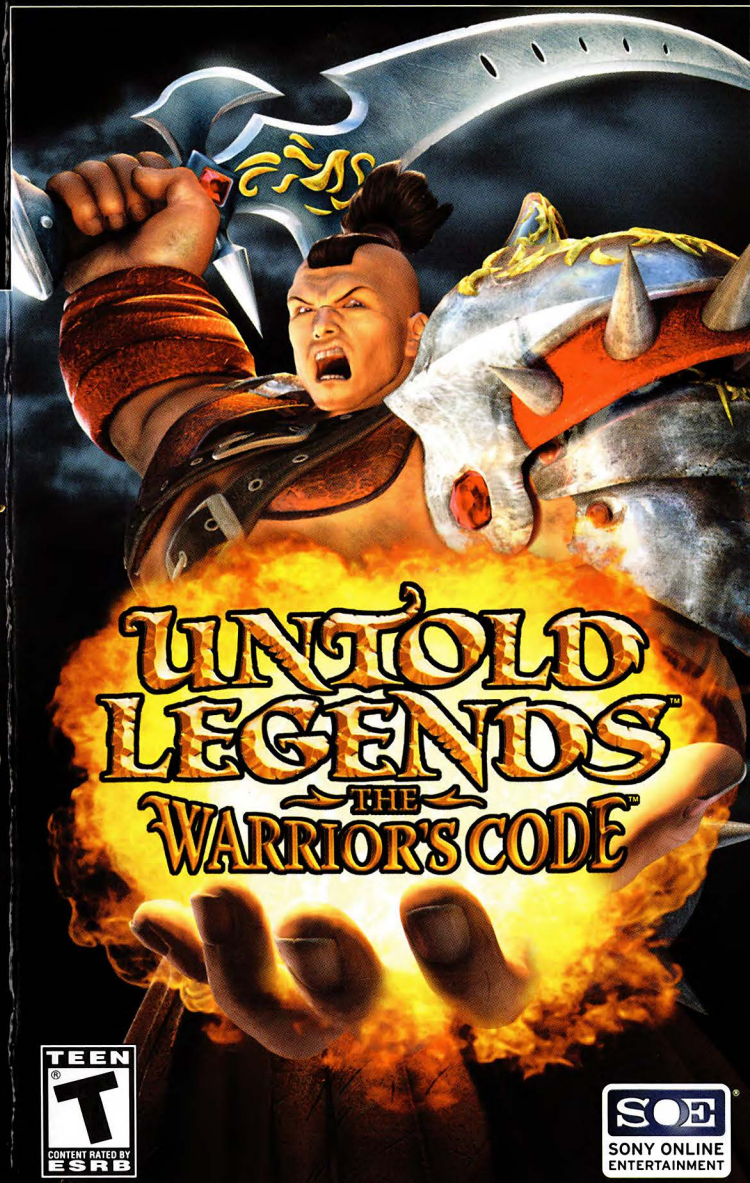

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